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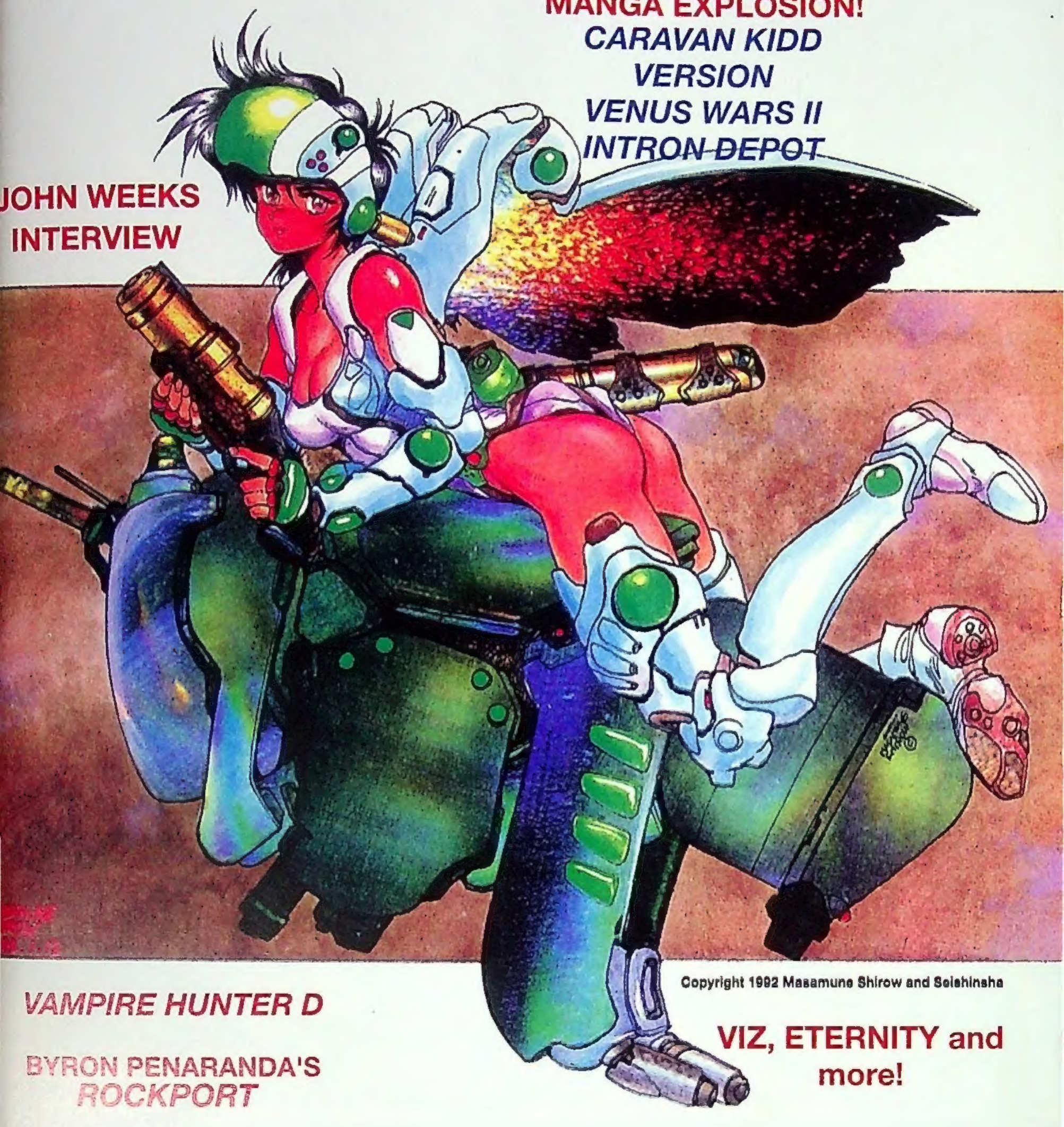
JOHN WEEKS INTERVIEW



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ROCKPORT

VIZ, ETERNITY and more!

MANGA, MANGA, MANGA!!!

DARK HORSE COMICS

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MASAMUNE SHIROW'S ORION

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OUTLANDERS AND...MORE!!!

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Editorial

Welcome to the second issue of ***Manga Newswatch.*** As you've probably noticed, we've dropped the word, "quarterly" from the title. The response to our first issue was very positive and pressed us into increasing our publishing frequencey to at least six times a year. We've got some great things planned for future issues, including a **Robotech** special with four *Invid War* collector's cards (next issue), total coverage of **Eternity's** new manga line-up (#4), a *Speed Racer* special with a contest and some great prizes, and some *special agenda* that's *top secret* right now.

This time around, along with four *Venus Wars* collector's cards *(complements of Dark Horse)* we spotlight **Dark Horse Comics'** efforts in the manga market. They, along with **Studio Proteus,** have been responsible for importing and translating manga from some of the best known creators in Japan *(Shirow and Manabe to name a few).* We also had a very informative talk with their manga editor, John Weeks. Here we give you the scoop on some of their future projects and a chance to get to know John and his opinions and views of our ever important specialty market.

Our next issue is a **Robotech** special, featuring a beautiful, full color cover by John Waltrip, showcasing the cast of ***The Sentinels.***

We've got some other great articles too, and a new comic short by artist Byron Penaranda. I'd also like to take this opportunity to bring to your attention a title coming from our sister company, **Acid Rain Studios**, called **Damlog.** I had the pleasure of publishing some of this incredible stuff a few years ago and now I have the chance to release it in complete volumes. **Damlog** is from European artist Ragne Naess, and if you like imports, this will *blow you away!* The first edition, ***Damlog the Assassinator: Marked for Death*** is scheduled for April , so make sure you special order it from your retailer. It's the best way for you to insure a copy.

In the meantime, all of us here at ***Manga Newswatch*** would like to wish you a happy New Year. We hope you enjoy this issue and look forward to bringing you many more. So stick with us, write, and let us know what you think. We can only get better! - *Mark Paniccia*

Contributor's info: Never send originals. Please send stats or good copies. Include your name, address and phone number. Always include an S.A.S.E. for response. Send all submissions to **Submission Editor, Manga Newswatch, 51795 Old Mill Rd., South Bend, IN., 46637.**
Writers- submissions must be double-spaced typed.
Artists- pin-ups may be done on 81/2 X 11, comic shorts should be no longer than 8 pages.

Newswatch Newsnotes

In addition to the *Speed Racer 3D Special* (should currently be on stands), NOW has plans for an *Ultraman 3D Special* scheduled at the end of '93. In the meantime, Speed will be busy making friends in a series of tentatively scheduled

AFTER GREGOR HAS TAKEN CARE OF RYZHKOV, WE WILL AGAIN MAKE A SWITCH.
SPEED RACER WILL BE LEFT TO TAKE THE BLAME.
THE PEOPLE OF VALANIA WILL HAVE NO LEADER, AND THEY'LL SEE THAT THE FAULT LIES UPON A MEMBER OF THE WEST! IN TURMOIL, THEY WILL TURN TO US FOR LEADERSHIP ONCE AGAIN!

Speed Racer 3D*: the action takes place in a far away and not so friendly country.*

crossovers this year, including *Speed Racer/Ultraman, Speed Racer/Astro Boy,* and possibly *Speed Racer/Ninja High School.* ***Viz's*** *Macross II* series has proven to be one of the most popular manga series in the U.S. market (if sales figures have anything to say about it) and they will be releasing the *Macross II Lovers Again Illustrated Book.* It will feature original designs from the OVA series *Lovers Again* by Haruhiko Mikimoto in a 100 page deluxe, color edition directly imported from Japan in March. ***ETERNITY's*** **Robotech** series, *Invid War,* has gone from a four issue mini-series to a twelve issue maxi series, and then on to a regular monthly title. *"Fan response was positive enough and orders stabilized at an impressive enough level that we decided to expand it to an ongoing series,"* said ETERNITY's Managing Editor Dan Danko. ***ANTARCTIC*** PRESS is releasing two editions of *More Small Bodied Ninja High School* in February; a regular edition for $2.50 and a deluxe, containing a special hologram card, for $4.95. ***Elfquest*** goes manga style with *Elfquest: New Blood* #4 by Lea Hernandez, out in February and in full color. ***Capital*** City Distribution spotlights the world of manga with its second annual **Manga Month,** celebrated in the March edition of their catalog, *Advanced Comics.* Many manga publishers will be taking advantage of the extra attention with special releases and wider range of back issue availability.

Viz's ***Macross II*** adaptation. Strong sales prompt the release of a deluxe illustration book.

MN UpDate:

TOM MASON TAKES ON SOLE WRITING CHORES ON ETERNITY'S ROBOTECH *PLUS* ROBOTECH CHARACTER CONTEST STARTS IN DECEMBER

Starting with issue #17 of *Book II,* co-writer Chris Ulm will move on to other projects at Malibu, leaving Tom Mason with sole writing responsibilities. The former writing team has collaborated on over 35 *Sentinels* scripts since the series inception back in 1989.

With Dan Danko now promoted to managing editor of the Eternity line, he is committing his energies to strengthening Eternity's commitment to ROBOTECH and manga in general. *Robotech II: The Sentinels* will change frequency from six issues a year to nine, doing three monthly issues in a row, then skipping a month and so on. Issues #17 through #21 will wrap up the second *Robotech: II The Sentinels* novel, getting the cast and crew off of Karbarra and on to the next planet.

Mason promises surprises of treachery and deceit, murder and destruction, action and adventure, death and near death, romance and hate, all involving General Edwards, Lynn Minmei, Breetai, Kazianna Hesh, Rick and Lisa Hunter, and on a much smaller scale, Jonathan Wolff.

Mason says that while "Wolff is off battling the Invid oppressors on Karbarra and Praxis, Lynn's head is going to be turned by none other than General Edwards."

Also taking turns in the romance department are Breetai and Kazianna Hesh (Breetai will also be visiting his home on Tirol where he worked as a mining slave of the Robotech Masters). "There's also going to be an interesting turn of events in the relationship between Jack Baker and Karen Penn," Mason added, "It's safe to say that one of the Praxian women plays an active role in the decisive nature of their relationship. Tempers do flare."

In the treachery and deceit corner (and it sounds like there will be a lot of that), Mason says Regent will be taking full advantage of the cloning process developed by his wife, the Regis: "He's going to do it in such a way that it's going to leave the remaining Sentinels trapped on Praxis for a long time. Meanwhile, the Regis is hopping from planet to planet looking for the proper atmosphere to conduct her experiments in evolution and devaluation. She seeks to change her form from Invade to human."

Cover of ***Sentinels*** *#18... closing in on the end of* ***Book II.***

"Treachery and deceit that's going to be involved even further will be between Burke of Pertain, and Tassel, one of the chief emissaries of the Regent," says Mason, "Tassel has been captured by the Sentinels, and in order to get away, he is feeding Burak's fear and paranoia and youthful vigor because the Sentinels have deemed that Pertain is not a strategic planet for them to hit until later in their run. Burke naturally wants his to be the next planet they go to, and Tassel is feeding on this frustration and anger, and trying to use it to his advantage. Burke is being lured over to the darker side of the Sentinels Universe."

Fans of the ship, Farrago are also in for a shock. Mason says the Invade will "blow the hell out of it.", adding, "It's destroyed in a tremendously courageous attack as the ship orbits Praxis. The Invade appear out of the night, and in a flurry of activity, blast it into tiny pieces. That's what strands the Sentinels on Praxis.

By the time *BOOK II* ends, the

Sentinels have several things going wrong for them: they are cut off from all communication from the SDF-3; they are trapped on Praxis; the inhabitants of Praxis have mysteriously disappeared; and no one knows what their situation is.

On a lighter note, also starting in issue #17 (on sale now), ETERNITY will announce a reader oriented contest allowing fans to take an active role in the development of future issues of the series.

"All ROBOTECH fans have ideas about how they would like the series to be portrayed," Editor Dan Danko said. "This contest will give them that chance." Readers will be able to find forms for the "Create Your Own ROBOTECH Character" contest in issues #17 through # 21. The standardized for will help keep the designs consistent. Readers will send their design to ETERNITY and the winning character(s) will debut in *ROBOTECH: THE SENTINELS BOOK III* and become an integral part of the storyline.

"There will be tons of prizes," says Mason, "The winner will get the original Waltrip illustration (of their character), which will be hand colored. They'll get a lifetime subscription to *ROBOTECH: THE SENTINELS*. They win an autographed copy of the original script, hand signed by me, and a couple of other surprises that I'm not going to reveal just yet."

Starting with issue #19, *THE SENTINELS* will be increasing page count from the usual 20 and 22 to 24. Also, Danko mentioned that if sales stay strong with *BOOK III*, there's a chance the book will go color.

A note of interest for those fans having a hard time getting the books, ETERNITY has reclaimed its subscription arm and brought all subscription services in-house to increase efficiency.

Can it be true? General Edwards romancing his way around the SDF-3?

STRIKER GRAPHIC NOVEL IN MARCH...

The highly popular four volume mini-series *Stiker* will be released for the first time in graphic novel format. Viz calls it "bible-punk" and says the story is a new take on the *Book of Genesis*. When Noah's ark is unexpectedly discovered near Mount Ararat, seventeen year old Yu "Striker" Ominae is the last of the line in the Arcam Defense Unit. Yu's enhanced strength has to protect the earth from a second terrifying flood that may be brought on by a megalomaniac child with devestating esper powers. "It's unique science fiction combined with fast moving action," says Viz, "The original mini-series generated great enthusiasm among our fans and the graphic novel is sure to generate a great deal of excitement." Striker is written by Hiroshi Takashige and illustrated by Ryoji Minagawa. The collection totals 128 pages and will retail at $14.95 U.S./$19.95 CAN.

HERE HE COMES AND THERE HE GOES...

What does a big charity race, a silent engine and a psyco have in common? The recent ***Speed Racer*** 3 issue mini-series! Written by NOW Comics publisher, Tony Caputo, the series is a collage of mystery, suspense and action that deals more with Racer X than Speed (not that I'm complaining).

Racer X is on the hunt for a crazed, Joker-like criminal named Alfonso, who has kidnapped Speed and Pops. Alfonso is after the blueprints for a completely silent engine that Pops has developed, having been offered a whopping 20 million to steal it for foreign interests. A lot happens in this story, from the excitement of the big race to family betrayal to Racer X's internal struggle for identity, purpose, and peace with his unsuspecting father, Pops Racer. I would imagine that part of this story's purpose is to set up the *Racer X Special* (due mid '93). That would explain Racer X's predominent presence throughout the plot. The story gets violent in some parts and moves too quick in others, but overall I found it entertaining with a decent mixture of adventure, drama and some tension breaking comedy.

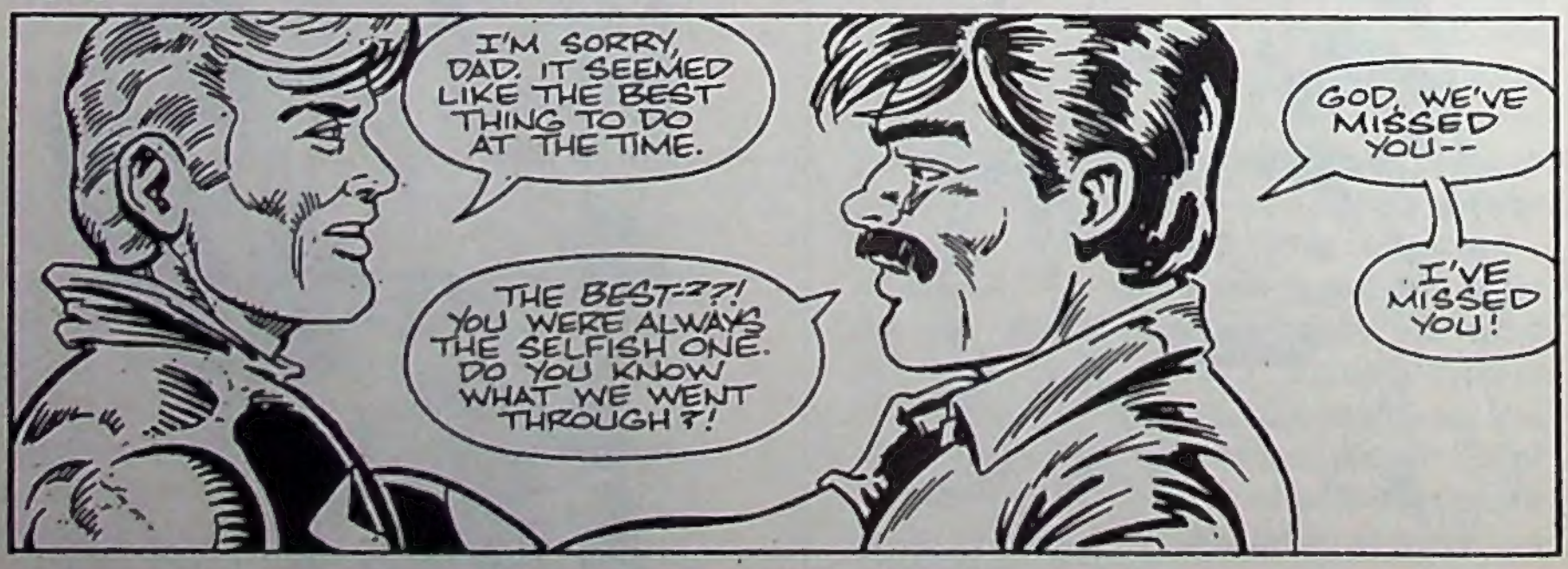
The psychopathic Alfonso, resembling a little more than just the personality of another laughing lunatic.

The art team of Joe Koziarski and Kyle Hotz would be better suited for the new series that will adapt the all new animated **Speed Racer Show**, due later this year. The new show will feature an updated Speed and Mach V (or will it be Mach VI?). But for this series I would have preferred more of a manga style for old time's sake.

The packaging for the mini-series was impressive, sporting multiple covers for the first issue: a direct version, newstand, and a prestige edition featuring a collector's button, 16 pages of tech info on the Mach V, and a cut-out model of the Mach V. NOW has also been producing a much appreciated video line of the original t.v. series, and for the real *Speed Racer* enthusiast, a gift set is offered containing a reprint of pre-cartoon black and white manga from the '60s.

As mentioned earlier in this book, NOW has some big plans for Speed in various specials and crossovers. Lets hope they keep the engine of one of anime's forerunners running for a long time. -*Mark Paniccia*

Trying to come to terms with Pops, Racer X reveals his identity.


I'M SORRY, DAD. IT SEEMED LIKE THE BEST THING TO DO AT THE TIME.
THE BEST--?! YOU WERE ALWAYS THE SELFISH ONE. DO YOU KNOW WHAT WE WENT THROUGH?!
GOD, WE'VE MISSED YOU--
I'VE MISSED YOU!

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INTERVIEW: JOHN WEEKS

DARK HORSE

MANGETH!

John Weeks is the current manga editor at Dark Horse Comics. He started as an editorial intern and freelancer at Eclipse Comics and was involved with some of Studio Proteus's early collaborations. In 1991, he moved over to Dark Horse and took over the manga department from Chris Warner in March. Dark Horse currently publishes authentic manga in association with Studio Proteus. Their line-up includes ***Venus Wars II, Orion, Caravan Kidd*** *and* ***Version.*** *They also distribute the much in demand* ***Intron Depot.*** *Mark Paniccia had a talk with John about Dark Horse's commitment to manga and some of their future projects.*

MP: John, what we all want to know is, "What's Dark Horse have up its sleeve?"

JW: I'm sure I can give you some tantalizing tidbits. To whet the appetite of all the manga fans, I'd like to mention that I've got in my hands new pencils from Adam Warren for a new *Bubblegum Crisis* mini-series. This is something that's scheduled for next year so I don't want to give the impression that it's coming out immediately...it's in the works. It's going to be coming out after our *Dirty Pair* mini-series which is tentatively slated for May. So, you can probably expect to look for *Bubblegum Crisis* at the tail end of next year. Those are two of the big projects we have coming up. *Dirty Pair*

has a great fan following...back when I was at Eclipse, we'd get loads of calls from Dirty Pair fans... Dirty "Pairverts"... (laughter). The fan following amazes me and so do the different versions. The Dirty Pair that's done by Studio Proteus is really nothing like any other version. There are several different Dirty Pairs on video done by different teams, and there's the series of original sci-fi novels by Haruka Takahichio; he based the Dirty Pair off this female wrestling team called the Beauty Pair. Essentially what Toren Smith and Adam Warren did was sort of create a new version. Part of the deal with the licensing company was that they had to do a different version...not an exact spin-off of the animation. And I've

"mecha page": a sneak peak at Adam Warren's pencils for the up-coming ***Bubblegum Crisis*** *mini-series due later in '93.*

"(Studio Proteus)... they've really got a lock on how to do it and how to do it right."

got to say that they've really improved to some degree on the original. In the novels, for example, there's mention of psychic abilities, a giant pet cat,... and Toren and Adam have played these things out and answered questions that only a purist would bother to think about...managing to integrate some of the more obscure things in the series.

MP: They had started this version over at Eclipse and are continuing it with Dark Horse.

JW: That's right. In an odd sort of way, I've ended up editing the manga that were previously over at Eclipse just like so many other editors here that work on projects they were associated with at other companies...which is not to say I've high jacked them from Eclipse (laughter), but, for example, Anina Bennett from First Comics is editing *Nexus* which she did back in Chicago, and Diana Shutz is editing *Grendel* which she did when it was at Comico.

MP: Are you sure you guys aren't high jacking these projects? (laughter)

JW: It is odd how these things happen. But Studio Proteus has worked with Dark Horse for some time, starting out with *Outlanders*, which was very successful, then moving on to Venus Wars...and now we're expanding our manga operation.

MP: It sounds like Dark Horse and Studio P have a really good working relationship. Do you work exclusively with them or do you have connections with any other translation houses?

JW: I would say that we're very committed to Studio Proteus right now. There's really not a lot of competition out there for Toren and his crew...they're just an excellent bunch of translators and they've really got a lock on how to do it and how to do it right. I'm really impressed with how well they manage to bring across the original meanings and translations. Viz, who is an arm of Japanese publisher, does things differently, translating their books for the American market, while Studio Proteus negotiates and obtains the rights to a comic from a variety of publishers. Technically they're a co-publisher with us.

MP: They get the licensing rights, put the package together, then publish and distribute through you?

JW: Right. We handle the dirty work...the distribution, marketing, promotion...Toren wants to stick to what he does best and not worry about catalogs and stuff like that.

MP: *Appleseed*...that's something that's coming from Eclipse and into your hands also.

JW: Yes, Toren has re-acquired the rights to it and graciously offered them to us. At this point, we are looking to do the *Appleseed Data Book* in late '93. The thing that amazes me about Appleseed is its fan following. I hear question after question, "What about Appleseed?...When are you doing Appleseed?...You're doing Orion, now what about Appleseed?". I already have the Japanese version of #5 and it looks great...dynamic story telling...great technique...I'm anxious personally as a jaded editor of manga to see how the story translates out. I assure you, it will be worth the wait. What's interesting about Shirow's material is that I'm not really sure his appeal has translated from *Appleseed* to *Orion*. I really feel a lot of people aren't aware that he's had other series and I'm hoping to convert the die-hard *Appleseed* fans into Shirow fans as opposed to being limited to one series. It's very interesting how a lot of manga fans are very character oriented. They'll be interested in a series not because they're a fan of manga per se, but because they like a certain character first and then maybe their interest will blossom into other manga. I really do feel that one of manga's strengths is that there's a strong personality and character base in so many of their stories..they're driven by that. It's sort of different than American story telling where characters are, to some degree, subordinate to the plot. I think Americans have a lot to learn from Japanese story telling. One of the initial things about Japanese story telling is that they tend to fill up the space with story while in America, the bias is much more towards compression, cramming in as much as possible....so they're kind of going in two different directions.

MP: As if *Intron Depot, Orion* and *Appleseed* weren't enough, do you have anything else coming from Shirow?

JW: We do have a *Dominion* collection in the works initially scheduled for April containing a new Dominion story. It

doesn't look like we'll be reprinting *Black Magic* as a collection or any earlier Shirow material. But if fan response were to demand it, it's something I'd be happy to do.

MP: Tell me about the *Outlanders Special.*

JW: It's on the way for March. This is a direct prequel to the first issue of *Outlanders* and we also have a final story for Outlanders which picks up right after the last *Outlanders* issue. I'm not sure what we'll title it...maybe "Outlanders Epilogue" or something to that effect. I'm looking forward to printing that. I think it's a nice, moving story...the kind of thing Manabe does best: funny, whimsical and sort of wistful.

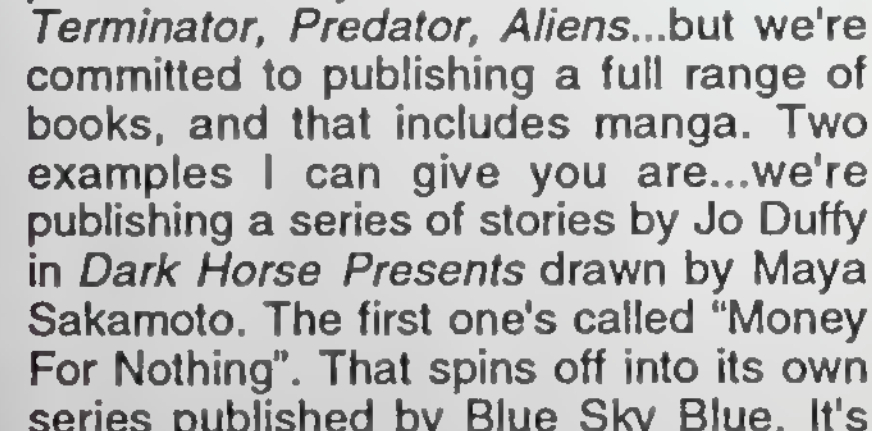
MP: Tell me about his new series, *Caravan Kidd.*

JW: I think it's a great comic. It's got all the strengths of *Outlanders* with less of the short-comings of early Manabe. He's a lot more accomplished as a story teller and seems to be having more fun. It's a little more laid back, he's letting the story take its time, slowly seeing relationships develop. Babo is just a great character. Toren tells me that whenever he tries to think of how Babo would phrase something, he thinks back to Manabe...he says the character's really modeled after Manabe (laughter)...He's always very interested in just how much money he'll make off a series. I've just got some new Manabe art for the cover of *Caravan Kidd #10.* He'll be doing new covers occasionally, so that's something to look forward to as well.

MP: How many issues will CK run?

JW: We've got about 30 stories and we'll be splitting one off, a self contained story, for a Christmas special in "94. What's great about *Caravan Kidd* is that it's very self-contained, so anyone can pick up an issue and roughly get the idea.

"(Babo) is really modeled after Manabe..."



The incomparable Babo from ***Cavavan Kidd***

New art from Manabe for a future cover of ***Caravan Kidd***

MP: Do you have plans for anything else from Manabe?

JW: I've certainly seen plenty of other stuff from him. At this point, it's up to the fans. I do think response to CK has been less than the enthusiastic response that *Outlanders* got. I think manga fans aren't aware that Dark Horse is a manga publisher. They think that all we do is *Terminator, Predator, Aliens*...but we're committed to publishing a full range of books, and that includes manga. Two examples I can give you are...we're publishing a series of stories by Jo Duffy in *Dark Horse Presents* drawn by Maya Sakamoto. The first one's called "Money For Nothing". That spins off into its own series published by Blue Sky Blue. It's one of the first collaborations I can think of between an American writer and a Japanese artist...

MP: In a mainstream book.

JW: That's right. And I'm really gratified to see that kind of cross pollination between American and Japanese styles, and for that matter, themes. Also, we're publishing Musashi Tanaka's "Demon" in *Cheval Noir,* which is a book primarily doing foreign reprints.

MP: When will that start?

JW: In March for our big "manga month". It's a historical story about a loyal retainer who succumbs to his dark side and is

branded a demon. It will run for five issue of CN.

MP: What else do you have for "manga month"?

JW: We'll be releasing our Appleseed collection with a new cover by Shirow, one never before seen in the U.S. It's not in *Intron Depot.* This is a collection of *Appleseed Vol. 4* that was published in single issues from Eclipse.

MP: Speaking of covers, I notice that with *Venus Wars II* you have Brian Stelfreeze and Dave Johnson doing the cover work. Anyone else scheduled for the book?

JW; Just those two for now. Yasuhiko hand picked Brian and for the most part, I've been having a lot of fun with Brian and Dave. They've really worked well as a collaborative team, switching pencil, ink, color, and layout duties.

MP: *Venus Wars II* wraps up with #15.

JW: And in a big way. The story comes to a very specific and dramatic conclusion. It's certainly not one of those endless series that trails on and on and on. It has a definite end and it's moving towards it rather swiftly. All I can say is that if you haven't been catching VWII, you may want to pick it up. There's some interesting things going on.

MP: Yes, it's one of my personal favorites. Do you have anything else planned from "Yaz"?

JW: There's a series, *Star of the Kurds* that's not sci-fi, just straight action...set in the middle east. That's something we've been looking at. But it doesn't look like it would come out in '93. But there's a possibility of it in the future.

MP: I'd like you to clear up a couple of rumors for me. First, I hear there's a possibility that DH may do *"What's Michael"*?

JW: Yes...a possibility. What's been happening is I've gotten some stuff from Toren on *What's Michael* and a lot of folks at the office keep picking it up and saying, "This is great...I love this...Let's do this." The question right now is finding the right venue for it. It would probably sell well as a collection but we'd have to market it to cat lovers. It's a good example of how Japanese comics can have tremendous appeal if done right. It's just a matter of finding the right time and place to let the world know we're doing a great cat comic from Japan.

MP: And *3X3 Eyes*?

JW: *3X3 Eyes* is something we've talked about, but I can't say there's anything definite at this time. We wouldn't mind doing it if we could make it viable, but I don't want to get people excited at this point.

MP: When does the *Appleseed Data Book* come out?

JW: Late '93. And I would like to say there's more Shirow material we're interested in pursuing.

MP: What about *Version*?

JW: *Version* will run as several mini-series. The story has been broken down into segments by Sakaguchi himself.

"I'm really gratified to see that kind (Nestrobber) of cross pollination between American and Japanese styles, and for that matter, themes."

Jo Duffy's ***Nestrobber*** *debuts in* ***DHP #67***

PROFESSOR ST. GEORGE, YOU'RE BEING TAKEN ADVANTAGE OF!
NOW, LAURO....
EVER SINCE YOU HIRED THIS MERCENARY, YOU'VE HAD TO PAY FOR HIS HOUSING, WHILE HE DOES NOTHING BUT EAT HIS HEAD OFF AT YOUR EXPENSE!
YOU MAKE ME SOUND LIKE A RACE HORSE.

"I think Americans have a lot to learn from Japanese story telling...They tend to fill up the space with story while in America, the bias is much more towards compression..."

We'll have 1.1 through 1.7, a story break, then 2.1 and on from that. Jack Harris has done some stunning computer covers for the book. What he's done is take original artwork from Sakaguchi and used computer modeling and a number of other skills he has and created some awesome covers.

MP: So give me the run down, John.

JW: For '93 DH will be publishing about four manga books a month; *Orion* bi-monthly, *Versions, Caravan Kidd* and *Venus Wars II* monthly...also coming up, the *Outlanders* special, *Dirty Pair* for four issues, *Bubblegum Crisis* in color for four issues, and Appleseed later in the year. Also, I would like to mention for manga month we'll be having a fan art competition. Details will be in the DH Insider and we'll have some really great prizes...possibly a signed copy of *Intron Depot.*

MP: I know people who would die for that.

JW: Well, *Intron Depot* has been selling really well for something that hasn't had a lot of press. People are very enthused and die-hard Shirow fans will want to know where to get it. I can tell you it's out, if your shop doesn't have it ask them....if you still have a hard time, you can mail-order it from Dark Horse.

MP: It's a beautiful book. Anything else you'd like to mention?

JW: For next year, of course, the *Appleseed* collection, the *Dominion collection*, a *Venus Wars I* collection...and on the way, a collection of *Dirty Pair* third series as well as the *Caravan Kidd Christmas Special.* I would like to encourage fans to pick up *Caravan Kidd* and *Version.* They're two titles that haven't had a great deal of press but they're quality work. We'll be making a number of back issues available during manga month in March for those who want to jump on board.

MP: Well John, it's been great talking to you. You've given me a great scoop for the DH manga fans and I wish you the best of luck for all your projects.

JW: And thanks for the opportunity to share them with you.

Musashi Tanaka's **Demon** *will have a five issue stint in* **Cheval Noir**

The Anime Explosion Continues!

When a highly charged Alien Princess falls in love with a lucklessly lecherous lad, the stage is set for high weirdness and low comedy! Which means it can only be Japan's whackiest and most popular Animated Comedy - "Urusei Yatsura" (Those Obnoxious Aliens).

Two tapes each month, one containing 4 TV episodes, the other containing either a Movie or 1 or 2 OVA's, depending on length.

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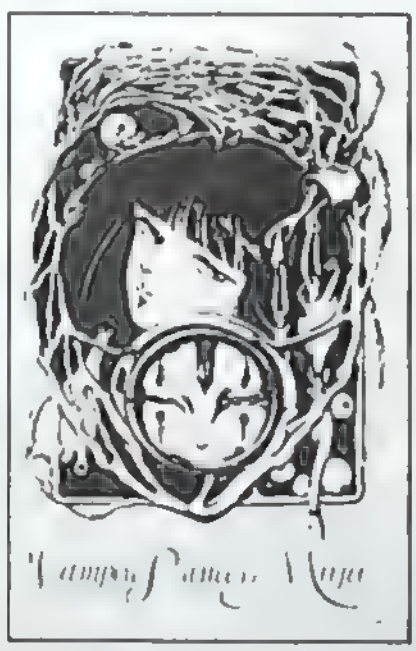
LaserDiscs: (4 volumes, all 8 episodes plus music videos, monthly from 11/15) $64.95 ea.



Vampire Princess Miyu

Gothic Horror, with an elegant Japanese Twist.

Join Spiritualist Himiko as she hunts down Miyu, the princess of the Vampires, and seeks to discover the secret that binds their destinies together!

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Hikaru loves Kyosuke, and makes sure every-one knows it.

Madoka thinks she loves Kyosuke, but nobody knows it.

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AnimEigo

MN Spotlight:
A look at the Dark Horse manga line.

by Tim Mclaughlin, Scott Baker and Mark Paniccia

If you like Shirow, you'll love INTRON DEPOT

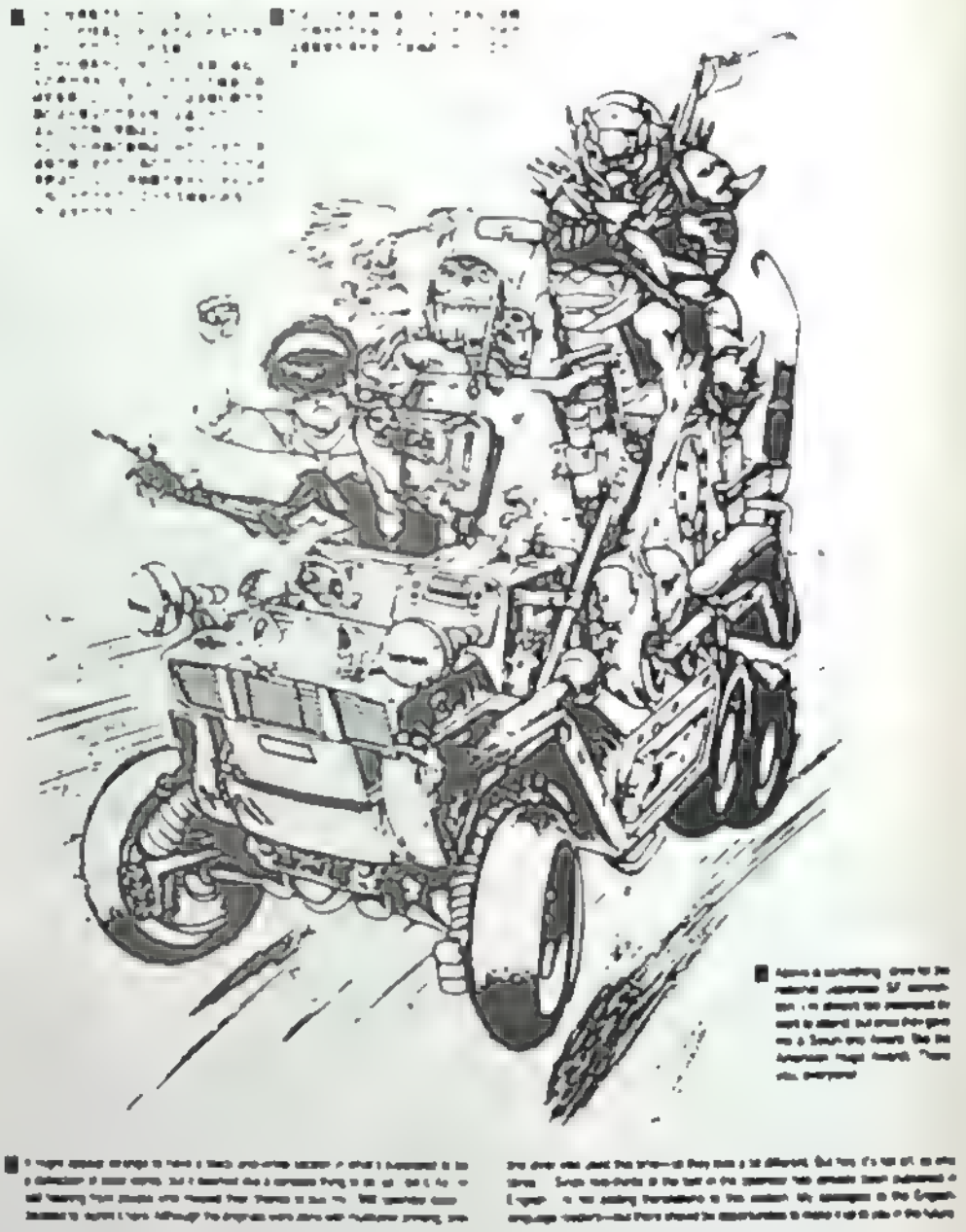
Like *Appleseed*? *Black Magic*? How about *Dominion*? If you're a fan of Shirow's artwork, then ***Intron Depot*** is just what you've been waiting for. Now , this is not like the black and white line drawing *Appleseed Data Book* that came out a few months back. ***Intron Depot*** is a collection of full color artwork covering all the bases from *Black Magic* to the newest releases, *Orion* and *Ghost in the Shell.* There's 193 separate pieces of art to be found in this book, 148 of those in full glorious color. And, unlike previous art books from other companies, the majority of the art is contained to a single page. There are very few two-page spreads that allow that annoying "cleft" in the book to interrupt the art.

Also unlike many other art books, ***Intron Depot*** is a dual language edition, Japanese and English. The reader can enjoy every little thing that t Shirow has to say about each piece of art. The technical information on Deunan's ESWAT uniforms, the cute little side comments, why Shirow totally hates a particular piece of art; it's all there for the reader, nothing has been left out.

The only thing that prevents me from recommending that everyone dash out and but this wonderful collection of art is the price. Your local comic retailer sells ***Intron Depot*** for $39.95 plus tax (ouch!). And because of this high price, few store owners are willing to stock it, although most will special order it for you

So, if you're a dedicated "Shirowmaniac" and you see ***Intron Depot,*** grab it! Don't let the opportunity pass you by, for *no true Shirow fan should be without this book! -Tim McLaughlin*

MONOCHROME



The dual language Intron Depot: crammed with everything from tech info to Shirow's personal opinion of the illustrations.

VENUS WARS II one war was not enough

While *Venus Wars I* was a fast paced battle scene that seemed to last forever, ***Venus Wars II*** is more of a political thriller with all the elements of a good spy novel. By no means am I discounting the first series. It gave a great landscape of action with cool battle-bikes (not as cool as the movie version, though) and powerful looking tanks , throwing you mercilessly into the midst of Venus' warring brothers. But ***VW II*** is a nice departure from the blinding speed of its predecessor, taking place within a year

after the war in part one. It focuses on Ishtar, the continental victor of the war, and the political mayhem that's caused by Captain Rado (a young war hero) who is playing a well planned game for control of the planet.

The two key players in uncovering his desires are Helen Macluth, an Earth agent from part one, and Matthew Radom, a young, hard headed ex-officer that's been used as a pawn in one of Rado's schemes to gain political ground.

Venus Wars II is written and illustrated by Yoshikazu Yasuhiko (of *VW I*, of course) whose art style is excellent and design capabilities (vehicles, interiors, cityscapes and buildings) are stunning. And Studio "P" does an excellent job playing the intrigue and suspense throughout the story. My only complaint is that the covers are not done by Yas as they were in the first series. While Brian Stelfreeze and Dave Johnson are more than capable, I was spoiled by the Yasuhiko color illustrations we were treated to before.

Though you don't need to have read *VW I* to enjoy or understand ***VW II,*** I think a back issue hunt would be a worthwhile investment. I Highly recommend the series, if not for the excellent plot and art, then at least for the cute babes that show up throughout the story. - *Mark Paniccia*

The Irresistible Lupica Rachinina: impulsive and fun loving supporting cast member of the suspenseful ***Venus Wars II***

ORION is something special for new and old Shirow fans alike

New from the award-winning author/artist who brought us the worlds of *Dominion, Appleseed,* and *Black Magic*, comes ***Orion***, "a light-hearted manga; sort of a comedy based on Japanese mythology, seasoned with H.P. Lovecraft's *Cthulhu* mythos".

Seska, a transdimensional navigator, stumbles into the middle of her father's plan to ressurect the great warlord Susano. Where can it lead? Who knows, when Shirow's at the helm. In previous works, he has dazzled us with stunning theories on world politics, mecha mechanics and the degredation of our ecosystem. However, sometimes the details of these theories can be overwhelming. ***Orion*** is no different. Shirow plunges the reader into a universe dominated by magic and transdimensional space travel.

The art, as usual, is outstanding. The characters spring to life from each page, and readers should be on the lookout for the usual "guest appearances" (The Imperial Guards' armor bears a striking resemblance to a certian *Dominion* character...). The story is complex, sometimes a little hard to follow, but very entertaining as a whole. The comedy is both subtle and not so subtle.

If you liked the work of Masamune Shirow in *Appleseed, Dominion* or *Black Magic*, I recommend that you pick up this book. And if you've never seen Shirow's work before, now is the perfect opportunity to do so. This is a *hot* comic, and with the talent that Shirow demonstrates, it's unlikely that it will *ever* cool off. *-Tim Mclaughlin*

HOLY
DAMNATION'
TRUFF
RAGNE*
85

DAMLOG IS COMING!

FUTURISTIC ADVENTURE

on post alien-invasion Earth.

IMPORTED FROM EUROPE BY

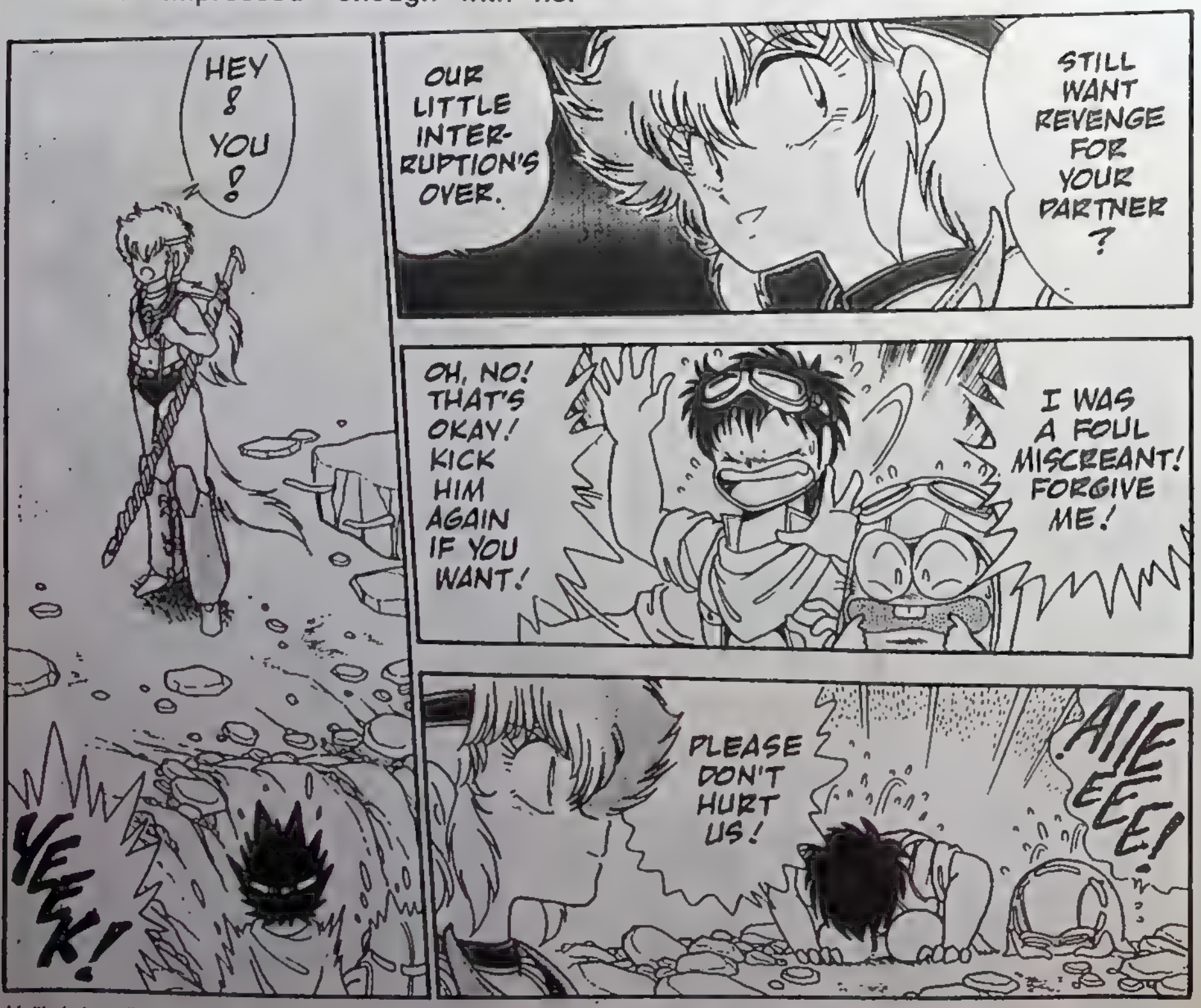
Acid Rain Studios

CARAVAN KIDD
A Manabe manga must-have

Caravan Kidd is a worthy successor to Manabe's incredibly popular *Outlanders*. The lead female character is Mian Toris, a mysterious warrior whose purpose and loyalties remain a mystery. She bears more than a passing resemblance to Kahm (but without horns!). The other two main characters are Wataru and Babo, two foragers whom Toris decides to adopt as "pets" (more on that later). For those looking for parallels with *Outlanders*, Wateru is much like Tetsuya in appearance and personality, and while Babo resembles Nao in appearence, his philosophy in life revolves only around money. In the first issue, we see that Toris has a sword of such great power that it can destroy an entire spaceship! Wataru and Babo, who had just met Toris, were "impressed" enough with her power that when she put colars on them and claimed them as "pets", they were in no position to argue!

In subsequent issues we find out that Mian Toris is a "breaker", which has something to do with the possible future destruction of the planet. She is also wanted by the empire "dead-or-alive", and when the empire finds out that Wataru and Babo are in her company, they get prices on their heads too! Amysterious fifth character, Princess Shion, appears in issue five and takes personal command of the Empire's efforts to eradicate Mian Toris and her pets (for those of you keeping score, Princess Shion looks like Aki/Jilehr from *Outlanders*).

With this background of violent and dramatic conflict, Manabe allows plenty of time for fun and humor as our three fugitives Toris, Wataru and Babo squabble and bicker among themselves over everything from food to living accomodations as they try to stay one step ahead of the Empire. Will Babo, who has no scruples, turn in his friend Wataru and Toris to collect


HEY! YOU!
OUR LITTLE INTER-RUPTION'S OVER.
STILL WANT REVENGE FOR YOUR PARTNER?
OH, NO! THAT'S OKAY! KICK HIM AGAIN IF YOU WANT!
I WAS A FOUL MISCREANT! FORGIVE ME!
YEEK!
PLEASE DON'T HURT US!
AIIEEEE!

*Unlikely traveling companions- **Caravan Kidd's** power houseToris; chronically frustrated Wataru; and money obsessed Babo.*

the reward money? Why is the Empire after Toris? Just what is a "breaker", anyway? Is there a personal rivalry between Toris and the Princess? Will Toris and Wataru fall in love? Will there be more "bathing" scenes? We'll just have to buy the comic and find out. *-Scott Baker.*

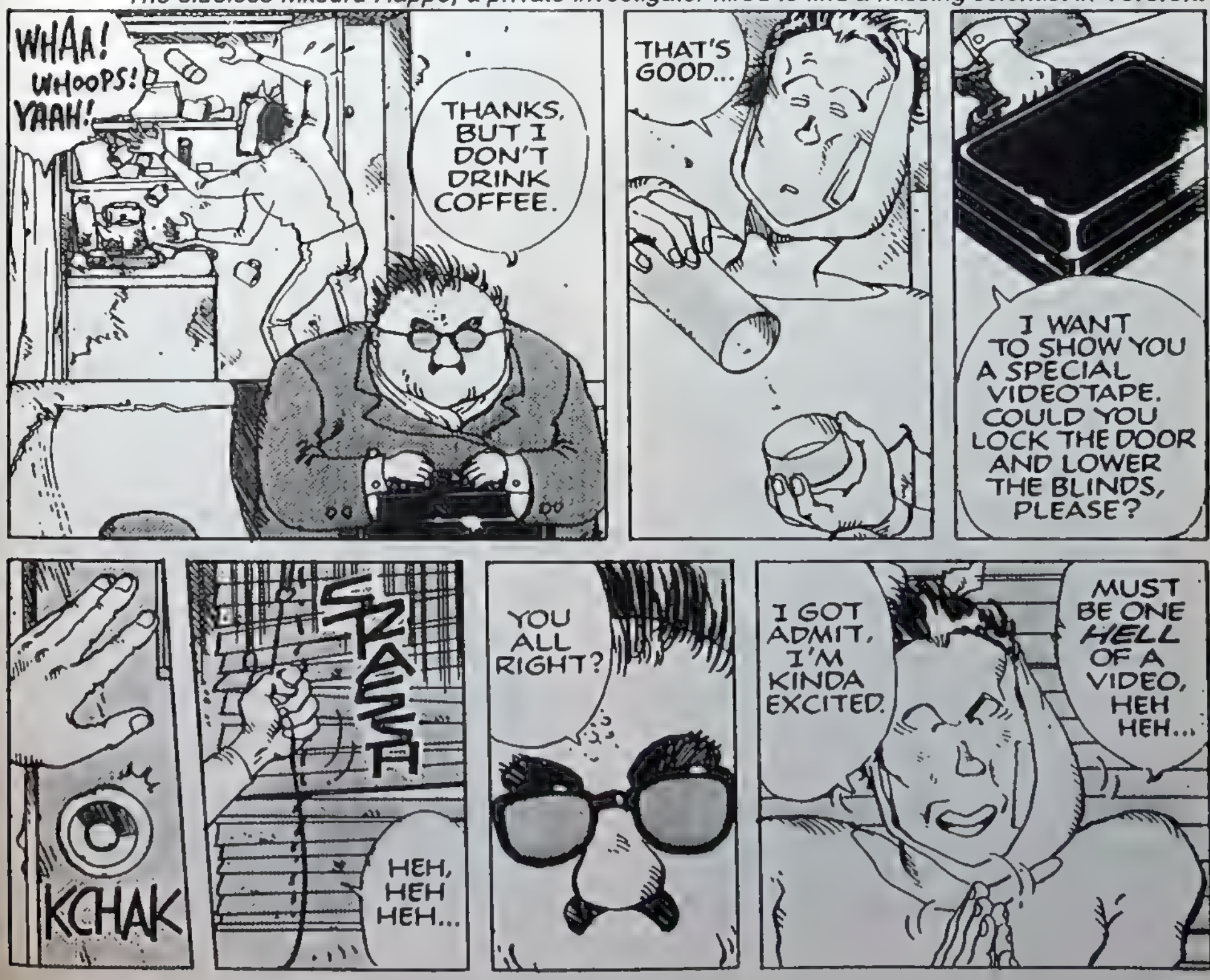
A version of *VERSION*

From writer/artist Hisashi Sakaguichi and Dark Horse Comics, ***Version*** seems to fit the bill as a whodunit/sci-fi/adventure. Down on his luck private investigator *Mitsuru Happo* is hired to track down the inventor of a revolutionary new biochip. Called *Egos*, the chip grows as it consumes information. Happo finds himself bound for Australia, where he meets up with the missing scientist's daughter, *Eiko Higure.* The only clue they have to go on is the word "Version" carved into the face of a rock. And there's more. A rash of computer break-ins have been occuring around the world, and the only clue to link them all is a message left behind: VERSION. Eiko reveals yet one more thing, that Egos has developed a consciousness, and may even be capable of shape-shifting...

Now, as manga translations go, ***Version*** is fairly standard. The black and white art is clean and uncomplicated and the lead male is a bit stereotypical (The white T-shirt and hair gel look) as is his leading lady (A demure but brilliant woman). What might well separate this manga adaption from the others is the story. Most of the comics or manga published these days are well into the future of biotechnology, i.e. Silent Mobieus. The story of early biotech is fresh and Sakaguichi uses the idea well, we really don't know some things about the universe, and maybe it's better that way. There's not a lot of story in one issue, but it's enough to pique a reader's interest to pick up the next issue.

Version is a *fairly* good manga and I recommend picking it up, or at least browsing through it, at your local comic shop. *-Tim Mclaughlin*

The clueless Mitsuru Happo, a private investigator hired to find a missing scientist in ***Version.***


WHAA!
WHOOPS!
YAAH!
THANKS, BUT I DON'T DRINK COFFEE.
THAT'S GOOD...
I WANT TO SHOW YOU A SPECIAL VIDEOTAPE. COULD YOU LOCK THE DOOR AND LOWER THE BLINDS, PLEASE?
KCHAK
SNAP
HEH, HEH HEH...
YOU ALL RIGHT?
I GOT ADMIT, I'M KINDA EXCITED.
MUST BE ONE HELL OF A VIDEO, HEH HEH...

Ryan's Corner

Video Reviews

by Ryan Gavigan

Urusei Yatsura Movie 2: Beautiful Dreamer

Released by US Manga Corp., translated an subtitled by AnimEigo
Director: Mamoru Oshii
Character Designer; Yamazaki Kazuo
Running time: 97 min.
Copyright 1984 Toho International
English translation and subtitles copyright c 1992 Central Park Media

*Both rare and common: the only promotion art for **UY** that exists.*

If you're somewhat confused by who actually puts out **Urusei Yatsura (UY): Beautiful Dreamer,** here is the explanation. Central Park Media licensed **UY 2** from Toho Intl., which was the only UY film not under direct control of the company which created them, Kitty Films. AnimEigo then licensed all of **UY** from Kitty Films and Compass Inc.., and AnimEigo And CPM made a deal to have AnimEigo do the translating and subtitling of **Beautiful Dreamer** to give UY a consistency in the translated titles.

Urusei Yatsura Movie 2: Beautiful Dreamer was truly a great movie to watch. As I am not a Lum debutante, having previously seen only four episodes and movie 1, I came into watching **UY2** pretty refreshed and not too "biased" into feelings about the movie.

Going into watching the film, I knew it had been written and directed by Mamoru Oshii, writer/director of *Patlabor: The Movie,* and was expecting at least an intriguing story. **Beautiful Dreamer** had much more than that. I had decided to take a first glance at **Beautiful Dreamer** (not intending to watch all of it yet) at about 2 a.m.. However, I sat glued to the screen for the whole 97 minutes without one thought about the time. **That** is a measure of a great movie in my opinion!
The story begins with everyone at Tomobiki High preparing their individual classrooms for the Tomobiki High School Festival. Only one more day till the festival. The next day, everyone is busy once again preparing. Only one more day till the festival. Only the school's hard-nosed teacher, Mr. Onsen Mark seems to be showing some strange effects. After being sent home for exhaustion, Onsen had arrived to find his house in a state of ruin as if left alone for twenty years. He tries to explain this to Sakura, and they formulate a plan to break the chain of events. Failing in an attempt to send everyone away from the school, and trying to discover what is happening in Tomobiki-Town, the group discovers that their town is floating in space on a giant turtle, similar to an ancient Japanese

"Rip-van-Winkle" fable. While Ataru, Lum, Megane & co. live and play on the town now devoid of people, Sakura and Mendou discover they are all caught in a dream world created by the "Dream Demon", Mujaki. But whose dream is it? Compared with what other little Urusei Yatsura I have seen, there is a balance in **UY2** between the surreal plot devices and the comedic style of the anime in general. Pure slapstick physical comedy, the usual one-liners, even a "fourth wall" joke add highlights to the story of Ataru and Co. living in and trying to escape Mujaki's "ume no sekai" (dream world).

Translating a film and presenting it in a way that correctly presents the original story as well as maintaining the emotional intent of the original story is extremely difficult at times, especially when dealing with comedy. A humorous pun or cultural reference in Japanese is nearly impossible to relate to even the most informed viewer. In the case of *Urusei Yatsura*, even the title is an untranslatable pun. However in **Beautiful Dreamer**, AnimEigo does a superb job, with only a couple of places where the dialogue can leave some blank looks from the audience.

One of the steps in AnimEigo's translation is somewhat inappropriately known as "voicing", or fitting a particular "speaking" style to a particular character. A very subtle and difficult task in subtitling, the various "voices" in Beautiful Dreamer are very well done, particularly the old, slick, almost W.C. Fields-ish characterization of Mujaki and the haughty rendering of Mendou.

Urusei Yatsura Movie 2: Beautiful Dreamer is truly an outstanding film. I highly recommend it to anyone, whether they are familiar with the ongoing Urusei Yatsura story as a whole or not. The well craned storyline keeps an audience intrigued and still maintains the chaotic humor that is Urusei Yatsura, intact. Two thumbs up, four stars, A+, a ten, etc....*Ryan Gavigan*

URUSEI YATSURA

Although Streamline released Vampire Hunter D over the summer, we felt it appropriate to have an anime vampire movie reviewed during all the "hoopla" over Copala's ***Dracula*** *epic.*

Vampire Hunter D

Director: Toyoo Ashida
Character design: Yoshitaka Amamo
Running time: approx. 80 min.
Copyright 1985 EPIC/SONY< Inc. - MOVIC, INC, - CBS/SONY GROUP INC, Packaging copyright 1992 Streamline Pictures
VHS 90023

Right off the bat (no pun intended) , let me say that there was no video cut from the original.

First of all, I was pleasantly surprised at the quality of the English language version, expecting something between the quality of *Castle of Fu Manchu* and listening to the Emergency Broadcast System 24 hours a day (the former so bad even the MST3K crew began to cry while watching it). I would highly recommend this over anything else yet dubbed. It outshines *Lensman, Fist, Zillion, Nadia* by a far margin and is even better that what little *Robot Carnival* dubbing there was (Akira and Laputa, not dubbed by Streamline, don't measure up to it either, *IMHO,* and *Akira* doesn't come close).

Voice acting-

The first trepidation any fan regarding an English dub is the quality of the voice actors and acting. The voices chosen and used by Streamline in **Vampire Hunter D** are probably the best from any Streamline project to date. While credits were not given to actors-characters, a couple of the voices are identifiable with pervious work. And for those of you worried about "narration", there isn't any. At the beginning of the film, while there is a Japanese narration, the narration is printed in English, so no voice narration was used on the English version. While the actors at first seemed a bit stiff, they really seemed to get into it early on and make it rather entertaining.

In keeping up with "authentic" English accents, some characters from D have accents associated with a central European village in which the story takes place. Far better and less noticeable than in Nadia, except for the voices of Count

Lee and Lamika (very recognizable, but what else would you expect from a Vampire film, and they're done better than 99% of any "Draculan" type voices that have been done).

Vampire Hunter D: Our hero, the half vampire, half human vampire hunter. The term "danpihl" is used in the English (dahn-peel), which is pretty well the "anglicized" version of "dan-pi-ru". D is played by a familiar voice, and probably the best English voice for the solitary D. The actor has played previous characters such as Harlock in *Harlock/Queen Millenia* HG debacle and General Emerson from *Southern Cross*. From earlier comments, it would appear it's "Kerrigan Mahan", but I don't know that voice by actor's name. Don't complain about the voice only because it's been done before, it fits D.

D's Symbiot: A pleasantly annoying voice for the annoying hand.

Doris Lang: The lead female character and the Count's object of desire. Doris' voice is a little deeper than the Japanese counterpart, but so are most American woman voices. A well done job. I believe it was the actor who did Apple in Streamline's *Zillion*.

Count Lee: The 10,000 year old vampire "nobleman" who, out of boredom, has chosen Doris as his next "commoner" wife. The voice was done with a slight (for lack of a better word) "Draculan" accent as well as being digitally altered to give a little reverb to the voice. Very appropriate and well done.

Dan: Doris' younger brother. This is the one voice I had a problem with. Dan's voice had a slight resemblance to a

The man known only as "D", in Streamline's off-beat ***Vampire Hunter D.***

View II : While I found ***Vampire Hunter D*** extremely enjoyable overall, I thought it had several faults. They have nothing to do with the animation, but with the plot and characterization.

The plot leaves a lot to be desired. After all, it's a vampire story, and when was the last time one of those was revelutionary? Anyway, the basic premise is that a woman, Doris, is bitten on the neck by the big, bad vampire (Count Magnus Lee). Shunned by her fellow citizens, she enlists the help of a professional vampire hunter known only as D. From there on it's just D's attempt to keep Doris from harm and to ultimateley kill Magnus Lee to break the spell. In other words, this is just like any other vampire story or movie.

In adition, some of the script is really lame. I don't know if this is because of the translation into English or if someone out there can't write, but the end result is somewhat humorous.

With these complaints, why should anyone want to watch this video? Well, there are several elements that raise ***Vampire Hunter D*** from the depths of redundancy and give it a quality all its own.

First of all, the animation is excellent. The fight scenes were spectacular, which is a good thing because the movie is little more than a drawn out battle.

Secondly, the creators have come up with a great cast of characters. The only problem is that there's too much action and not enough characterization. With such an oddball cast, however, it's hard not to be entranced by the adventure on your television.

Finally, if you are a fan of bloody movies, this one's for you. After all, it is a vampire flick. I haven't seen this much blood since... I can't remember when. I'm not necessarily saying this is a good thing, I'm just pointing it out.

I recommend ***Vampire Hunter D*** to anyone who wants to kick back and enjoy some great animation and some off-beat characters, for this is precisely what this video has to offer. - *John Metych III*

Charles Dickens-ian, Oliver Twist type young boy. Okay, I guess, but like Captain Pickard's British "French" accent, it doesn't seem appropriate for a central/eastern European setting.
Rei and Lamika: After a second viewing, Rei's voice appears to be another former "intersound" actor and was done rather well, and Lamika's accent seemed too forced at first but mellowed well through the movie.

Translation and miscellaneous comments-
Watching Streamline's **D**, I also had a Bruce Carlson-done, fan subtitled version to watch afterward to compare translation (I don't know which script was used, there seems to be several). The first thing I noticed, with a few exceptions, the translation was remarkably accurate. Watching the original, I noticed how relatively bad the original lip-synch was (even more than the usual anime norm). Somehow the near exact same lines in English dubbed in fit better than the original Japanese (the English being almost exactly what the original line was). D's symbiot was also a little wordier in the original, but in this case there was no lip-synch thus more flexibility in the dialogue.
As for the continuous question, "How will Macek do the ending credits this time?"...well, in the original, the screen fades to black, then the credits roll by during a song. In Streamline's **D**, the English credits are displayed during the very final scenes with D riding off into the sunset with slow music playing , then when the screen fades the original music and credits appear.
I would recommend **Vampire Hunter D** to most people as being the best English version done by Streamline Pictures, as there was relatively little meddling that could be done with the story-line and dialogue. I still highly prefer all subtitling over dubbing, and thus give **D** an overall grade of B-, with it being dragged down by some, in my opinion, unnecessarily added dialogue. *R.G.*

VidWatch

Current and up & coming video releases

DOOMED MEGALOPOLIS Volume 1: HAUNTED MEGALOPOLIS- Said to be one of the most frightening and original horror films ever, this epic four hour mini-series redefines the limits of animated horror. Supervised by master animator Rin Taro, this project showcases the talents of OZ, an animation team made up of the best animation artists in Japan. DM takes place in early 20th century Tokyo as an evil satanist named Kato attempts to resurrect the body of a powerful spirit. As his plans are thwarted he curses the region with a terrifying frenzy of bloodlust and horror. *From STREAMLINE PICTURES. In English. 60 min. S.R.P. $24.95. 1/93*

GENESIS SURVIVOR GAIRTH Stage 1- A post apocalyptic sci-fi action adventure from Artmic, the people who brought you BUBBLEGUM CRISIS and BUBBLEGUM CRASH. *From ANIMEIGO. Subtitled. 40 min. S.R.P. $34.95 1/93*

THE GUYVER Volume 1- *mature viewers.* Episodes 3 and 4: Mysterious Shadow Guyver III and Attack of the Hyper Zoaniod Team Five. *In English. 60 min. S.R.P. $24.95 1/93*

MACROSS II Volume 2- Mature viewers. Episodes 3 and 4 of the original MACROSS's sequel. Hibiki and Ishtar attend the Valkyrie festival on the moon as the alien Marduk inconviently attack in Festival. In *Marduk Disorder,* Hibiki and Ishtar are held prisoner on a Marduk ship while Silvie attempts to rescue them. *FROM U.S. RENDITIONS. In English. 60 min. S.R.P. $24.95 1/93*

NADIA Volume 7- In *Tower of Babel,* Gargoyle seeks the truth of the Blue Water Gem from captured Nadia. Meanwhile, Jean meets Grandis and her goons and the four decide to cooperate long enough to help Nadia escape. *From STREAMLINE PICTURES. In English. 30 min. S.R.P. $14.95 1/93*

NADIA Volume 8- Gargoyle threatens to kill Nadia, Maria and King unless Jean surrenders, forcing Jean in a race against time to complete her plans. *From STREAMLINE PICTURES. In English. 30 min. S.R.P. $14.95 1/93*

ORGUSS Volume 2- Kei, a fighter pilot in the year 2026, has been transported to a strange dimension where he's forced into a local

power structure. Episodes 4: *Caravan,* and 5: *Lovers. In English. 60 min. S.R.P. $24.95. 1/93*

PROJECT A-KO IN ENGLISH- *Mature viewers.* The zany exploits of future schoolgirls super-human A-ko, her ditzy pal C-ko, and the spoiled B-Ko now dubbed in English. *From U.S. MANGA CORPS. Slight nudity. 86 Min. S.R.P. $2995. 1/93*

RENEGADE FORCE- *Created by Shinobu Upakawa with animation by Toei Studios.* Janus, a female karate champion, is recruited by a renegade security team to operate a high-tech, heavily armed robot called Magnon. Teaming up with Lady Ester Nevers, commander of the starship Magnetta, Janus battles deadly, alien menaces. *In English. 90 min. S.R.P. $29.95. 1/93*

The following ROBOTECH listings contain four complete episodes in English at the reasonable price of $19.95.

THE COMPETE ROBOTECH: THE MACROSS SAGA Volume 3- *Miss Macross, Blind Game, First Contact,* and *The Big Escape.*

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ROBOTECH: MOSPEADA PERFECT COLLECTION Volume 3- (MOSPEADA was shown in the U.S. as ROBOTECH: THE NEW GENERATION) *Curtain Call* and *Hard Times.*

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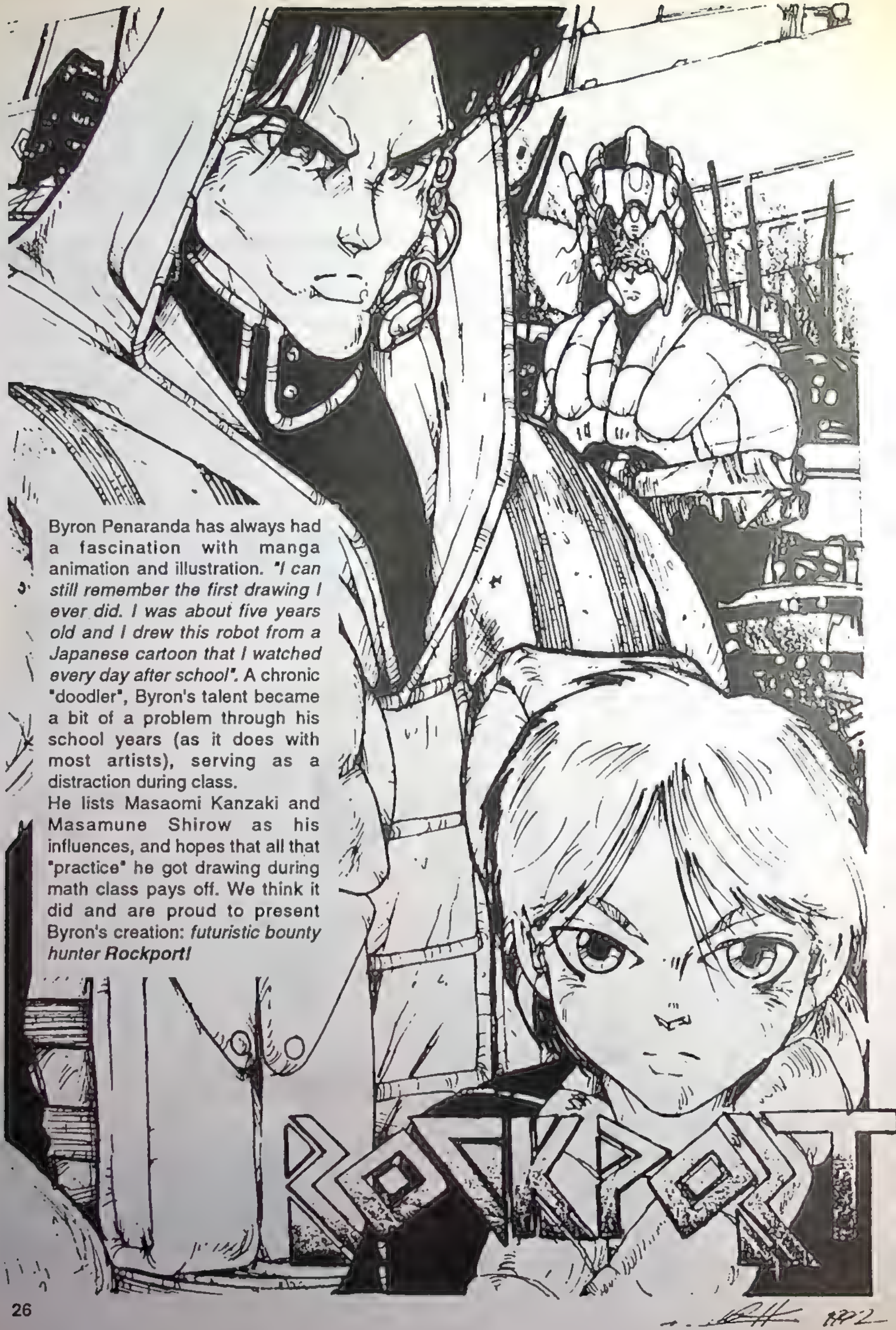
Byron Penaranda has always had a fascination with manga animation and illustration. *"I can still remember the first drawing I ever did. I was about five years old and I drew this robot from a Japanese cartoon that I watched every day after school".* A chronic "doodler", Byron's talent became a bit of a problem through his school years (as it does with most artists), serving as a distraction during class.

He lists Masaomi Kanzaki and Masamune Shirow as his influences, and hopes that all that "practice" he got drawing during math class pays off. We think it did and are proud to present Byron's creation: *futuristic bounty hunter* ***Rockport!***



ROCKPORT

EUNYSS, 2039

NOT TOO MANY COPS AROUND NOWADAYS. BUT TOO MANY CONVICTS RUNNING AMOK. THEN AGAIN THERE'S ME TO HELP GET THESE SCUMBAGS. HIRED HELP.

IT'S A DIRTY JOB, BUT SOMEBODY'S GOT TO DO IT.

THAT'S WHY I'M ROCKPORT, BOUNTY HUNTER.

SPOT, IS THIS THE PLACE?

SURE IS, ROCK.

STORY AND ART BY BYRON PENARANDA

THE DOORS ARE LOCKED.

THAT NEVER STOPPED YOU BEFORE.

WHERE ARE THEY?

SIXTH FLOOR, THIRD WINDOW.

BLDG.

BOSS! A BOUNTER'S* OUTSIDE.

* BOUNTY HUNTER

GET READY, HE'LL BE UP--

CRASH!

HOLY S#@T!

HOW'D HE DO THAT SO FAST?!

HOW'D HE GET UP HERE?!

LET'S DO WHAT WE DID TO THE LAST BOUNTER...

...UH-OH...

TA TA TA TA TA TA TA TA TA

SAY SWISS CHEESE!!!

ANNG!!

SWISS CHEESE.

IDIOTS!

AK!

UGH!

BWAK!

BWAK!

YEAH C'MON!

BLA

ANOTHER IDIOT.

ONLY ONE THING TO DO TO THIS ONE...

KR

BREAK HIS NECK!

NEXT?

DROP THE GUN.

YOU'RE NOT TAKING ME IN!

GUESS AGAIN.

KACHOW!
KACHOW!
KACHO
DIE!
VROOM!
DIE?
WHA...!
LIKE HELL!
WAK
I'VE BEEN AT THIS TOO LONG TO DIE SO EASY.
AH...
BASTARD! YOU HIT ME!
WHAT'D YOU EXPECT? WHEN SOMEONE'S UNLOADING A FULL MAG AT ME, I REALLY DONT FEEL LIKE SHAKING THEIR HAND.
4

I'LL BE OUT IN A WEEK JUST TO GET YOU BACK, A$$HOLE...

I'LL BE RIGHT HERE.

....

WHAT THE...?

CLIK

I... KILL YOU.

CLANG

I KNEW SOMETHING WAS GON'NA GO WRONG.

EHUK

AAA

PCHOW PCHOW PCHOW PCHOW!!

UK...!

I SHOULDVE MADE THIS MOTHER F#@$!R EAT ALL OF THIS LEAD. EAT ALL OF IT!

EAT ALL OF IT!

LOST MY COOL.

UM, ROCK...?

YAH.

P.D.* SENT ONE OF THEIR BOYS OVER TO CHECK OUT THE BODIES. HE'S WAITING OUTSIDE.

* POLICE DEPARTMENT

HALF THE RATE SINCE THEY'RE ALL DEAD. BUT IN ANY CASE... GOOD WORK.

HOW MUCH ARE WE GETTING?

SEE YOU LATER, SPOT OUT.

IT'S A DIRTY JOB. BUT SOMEBODY'S GOT TO DO IT.

THAT'S WHY I'M ROCKPORT, BOUNTY HUNTER.

FINI.

No.8
February, 1993
$3.75
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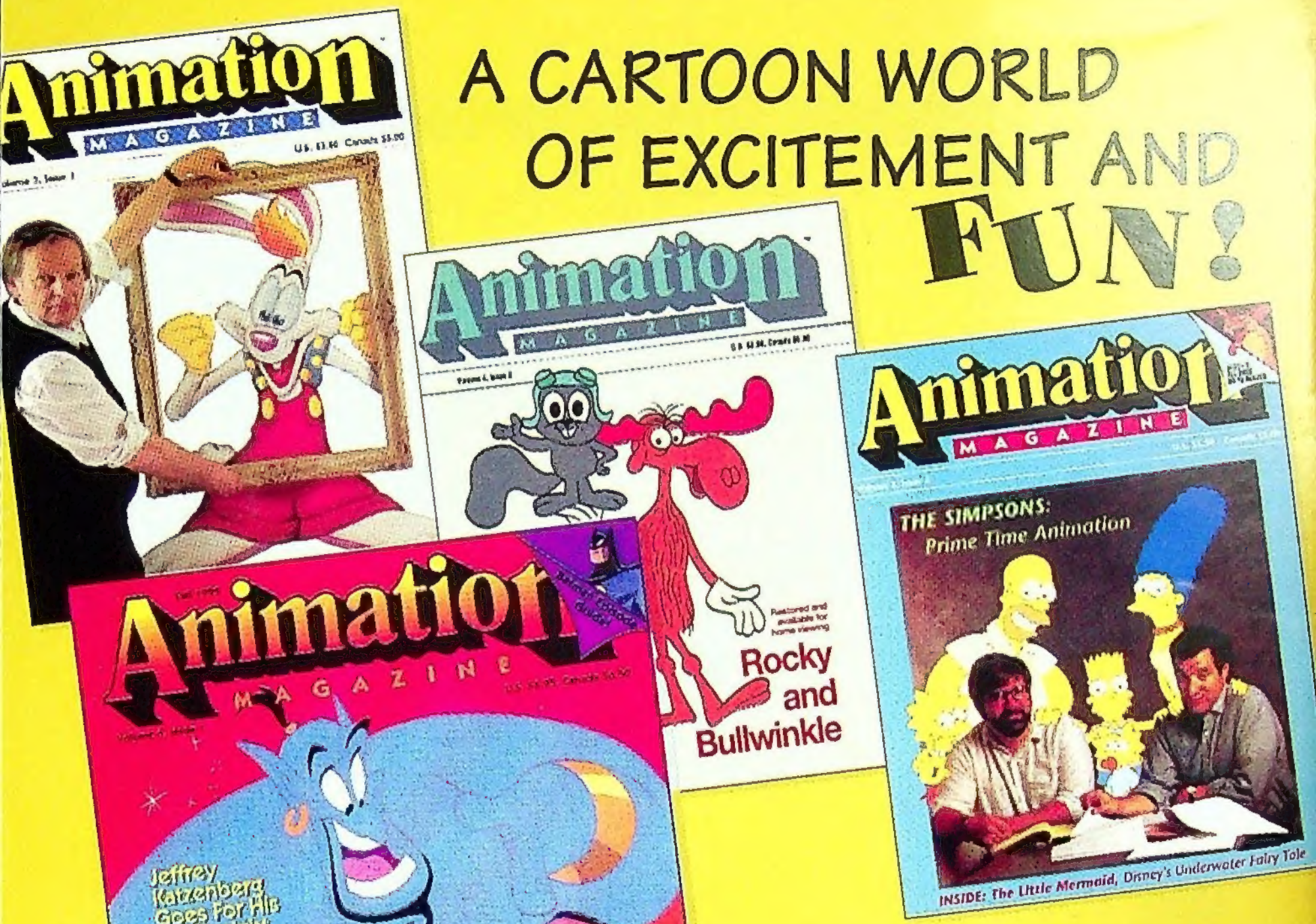

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